

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (previously presented) Computer graphics processor, having a forward mapping renderer, comprising:
 - a texture space rasterizer for rasterizing a primitive in texture space,
 - a color generating unit for determining the color of the output of the texture space rasterizer and for forwarding a color sample along with coordinates,
 - a 2-pass screen space resampler for resampling the color sample determined by the color generating unit, and
 - at least one one-dimensional blur filter unit associated to at least one pass of said 2-pass screen space resampler for performing a one-dimensional blur filtering before performing said at least one pass.

2. (previously presented) Computer graphics processor according to claim 1, wherein the at least one one-dimensional blur filter unit comprises:
 - a first one-dimensional blur filter unit and a second one-dimensional blur filter unit wherein said 2-pass screen space resampler comprises a first pass screen space resampler and a second pass screen space resampler,
 - wherein said first one-dimensional blur filter unit is arranged before said first pass screen space resampler and said second one-dimensional blur filter unit is arranged before said second pass screen space resampler.

3. (previously presented) Computer graphics processor according to claim 1, wherein the at least one one-dimensional blur filter unit comprises:
a first one-dimensional blur filter unit and a second one-dimensional blur filter unit, wherein said first and second blur filter units are one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.
4. (previously presented) Computer graphics processor according to claim 3, wherein
said texture space rasterizer is adapted to determine said corresponding shear factor.
5. (original) Computer graphics processor according to claim 1, further comprising:
a delay unit for storing a plurality of color samples to perform an averaging of overlapping color samples in order to determine blurred color samples.
6. (previously presented) Computer graphics processor according to claim 2, wherein
said first and second blur filter units are box low pass filters having a footprint determined by the shear factor.
7. (previously presented) Computer graphics according to claim 2, wherein
said first and second blur filter units are low pass filters having a weighted footprint.
8. (currently amended) Method of rendering images based on a forward mapping rendering within a computer graphics processor, the method comprising:
rasterizing a primitive in texture space,
determining the color of the output of the rasterizing step and forwarding a color sample along with coordinates,
2-pass screen space resampling the color sample, and

performing at least one one-dimensional blur filtering before performing at least one pass resampling.

9. (previously presented) Method according to claim 8, wherein performing the at least one one-dimensional blur filtering comprises:

a first one-dimensional blur filtering and a second one-dimensional blur filtering,
wherein said 2-pass screen space resampling comprises a first pass screen space resampling and a second pass screen space resampling,

wherein said first one-dimensional blur filtering is performed before said first pass screen space resampling and said second one-dimensional blur filtering is performed before said second pass screen space resampling.

10. (previously presented) Method according to claim 8, wherein performing the at least one one-dimensional blur filtering step comprises:

a first one-dimensional blur filtering, and
a second one-dimensional blur filtering,
wherein said first and second blur filtering are performed based on one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.

11. (previously presented) Method according to claim 10, wherein
said corresponding shear factor is determined in said rasterizing step.

12. (previously presented) Method according to claim 8, further comprising:
storing a plurality of color samples to perform an averaging of overlapping color samples in order to determine blurred color samples.

13. (previously presented) Method according to claim 8, wherein performing the at least one one-dimensional blur filtering step comprises:

a first one-dimensional blur filtering, and
a second one-dimensional blur filtering,

wherein said first and second blur filtering are performed on the basis of box low pass filter having a footprint determined by a shear factor.

14. (previously presented) Method according to claim 8, wherein performing the at least one one-dimensional blur filtering step comprises:

a first one-dimensional blur filtering, and

a second one-dimensional blur filtering,

wherein said first and second blur filtering are performed on the basis of a low pass filter having a weighted footprint.

15. (previously presented) Computer program product comprising program code means stored on a computer readable medium for performing a method according to claim 8 when said program is run on a computer.